Sergio Mejía Martínez

Audio Post-Production Engineer

Audio Editing, QA and AI Voice Production · Immersive and Spatial Audio

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Open to remote full-time and project-based work

PROFESSIONAL SUMMARY

Sound engineer with 10+ years in audio production. Since 2023 I have worked remotely as a freelance audio editor for language-learning programs published by Vista Higher Learning (US). I edit, clean, QA and deliver spoken-word audio to strict publisher specs, and I produce AI voice in ElevenLabs through an automated API workflow that turns large batches around fast. My background is in immersive and spatial audio (higher-order Ambisonics, binaural, multichannel, 360°/VR), sound design and acoustics, with a B.Eng. in Sound Engineering and a meritorious thesis on binaural measurement.

CORE SKILLS

- **Post-production:** audio editing, dialogue and spoken-word editing, noise cleanup and restoration, mixing, mastering, patch editing
- **Audio QA:** listening QA, pronunciation checks, delivery-spec compliance (format, bitrate, peak level, head and tail silence)
- **AI voice production:** ElevenLabs Studio and API, batch generation, pronunciation correction through phonetic respelling
- **Workflow and delivery:** automated batch processing (silence trimming, normalization, fades, encoding), ID3 metadata tagging, batch import
- **Immersive and spatial audio:** higher-order Ambisonics (3rd order), binaural decoding, multichannel, 360°/VR mixing, Ambisonic field recording
- **Sound design:** sound design for dramatic readings, audiovisual content and installations; electroacoustic composition
- **Acoustics:** acoustic measurements (ISO 3382, ITU-R BS.775), room acoustic design, noise control, auralization

TOOLS

Reaper (primary DAW) · Avid Pro Tools · iZotope RX · FabFilter · Waves · Valhalla · IEM Plug-in Suite · dearVR · FLUX:: SPAT Revolution · ElevenLabs (Studio and API) · Mp3tag · Adobe Premiere Pro · CATT-Acoustic

PROFESSIONAL EXPERIENCE

Freelance Audio Editor and AI Voice Producer 2023 – Present

Altavista Editores, for Vista Higher Learning (US language-learning publisher) · Remote

- Edit, clean and review spoken-word audio for language-learning textbook programs, from basic edits to advanced corrections, and design sound for dramatic readings.
- Produce AI voice audio in ElevenLabs (Studio and API) for the vocabulary of Temas 2028 (Spanish) and Themes 2028 (French).
- Set up and run an automated API workflow for silence trimming, normalization, fades and encoding. Once tuned, it turns a full vocabulary batch around in a single afternoon, corrections included.
- Run listening QA with a custom review tool and fix mispronunciations through phonetic respelling variants.
- Adjusted scope mid-contract without regenerating finished audio, and delivered ahead of deadline.
- Deliver to the publisher's spec: MP3 mono, 320 kbps, –3 dB peak, 0.5 s head and 1 s tail silence.
- Tag ID3 metadata with Mp3tag for batch import (Engage Florida 2025, Bridges Florida 2023) and edit audio patches in Reaper.
- Resolve audio issues and report corrections to editorial teams in Spanish and English.

Freelance Audio Editor 2023 – 2024

ANIMAL (film production company, Panama) · Remote

- Edited, cleaned and mixed audio for audiovisual content and podcasts.

Co-founder and Spatial Audio Engineer 2018 – 2022

SONORA Ingeniería Acústica · Medellín, Colombia

- Mixed spatial (3D) audio, recorded binaural audio and built immersive sound installations for artistic and audiovisual projects.
- Mixed and sound-designed *Espacios Imaginados | Suite 360°*, three VR pieces in Ambisonics that won Medellín's 2020 arts and culture grants.
- Delivered acoustic consulting: architectural acoustic design, noise control, acoustic measurements, auralization and construction supervision.

Audio Research and Early Career 2015 – 2018

Universidad de San Buenaventura and Parque Explora · Medellín, Colombia

- Developed HRTF-based binaural rendering algorithms for an interactive application (2016).
- Researcher in the Binaural Audio Production research group (SIPAB); directed binaural impulse response (BIR) measurements (2017).
- Built interactive audio experiences in Max for Parque Explora's Music Hall, a science museum exhibit (2017).
- Measured and designed the acoustic treatment of a university listening room (ISO 3382, ITU-R BS.775) (2018).
- Live sound engineer and music producer for a music school and a band (2015 – 2018).

SELECTED IMMERSIVE AUDIO WORK

- **Megaptera sonora polyphona** (2026): Composition, sound design and 3rd-order Ambisonics spatialization with binaural decoding for headphones, built from my own humpback whale recordings. youtu.be/NjcZ8PASH1k
- **Ser Montañés** (2025, as Sergio Déleri): Song production with my own Ambisonic field recordings from the Sierra Nevada de Santa Marta and Los Nevados National Park. youtu.be/KmvZmPmuyl8
- **Orquesta de Ritos Holográficos** (2022): 3D mix, composition and electric guitar for an immersive audiovisual work that won Colombia's 2021 National Arts Grants (Ministry of Culture). youtu.be/9l3E2Sekgwo
- **Espacios Imaginados | Suite 360°** (2020): 3D mix and sound design for three VR pieces; Medellín arts and culture grant. youtu.be/b6qIeC0Tab4
- **Ofertorio de las Esferas** (2018): Immersive recording and mix; Medellín arts and culture grant. youtu.be/Ml2rF1QcIPo

EDUCATION

B.Eng. in Sound Engineering 2019

Universidad de San Buenaventura, Medellín, Colombia

- Thesis (developed 2018; Meritorious distinction, 2019): *S.A.R.B.A. (Sistema Automatizado de Rotación Biaxial)*. I designed and built a motorized two-axis rotation system for a binaural head to automate binaural impulse response measurements.

Spatial and 3D Sound (online course) 2015

Universitat Politècnica de València, Spain

LANGUAGES

- **Spanish:** native
- **English:** professional working proficiency. I answer editorial comments and report audio corrections in English for a US publisher, and I teach freediving courses in English.

OTHER

AIDA Master Instructor (freediving); founder of AQURA, a freediving school in Colombia.